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JAWA SANDCRAWLER

Tatooine scavengers' roving home

Tusken Raiders

The Dune Sea

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CONTENTS

2 Legendary Craft
The legend of the sandcrawler

4 Action Stations
The fate of Nebit

6 Welcome On Board
Jawas: Tatooine's true survivors

10 Starship & Vehicle Directory
The *Dusty Duck*: Tatooine ghost ship

12 In Command
The sandcrawler

18 Droids, Aliens & Creatures
Tusken Raiders: mysterious and violent desert nomads

20 In A Galaxy Far, Far Away
The Dune Sea: refuge of the hermit Ben Kenobi

24 A Revolution In Film
Phil Tippett: special effects pioneer

26 Movie Magic
The sandcrawler: models, mock-ups and mattes

28 Did You Know?

29 Star Wars A–Z

NEXT ISSUE:
General Grievous' Wheel Bike

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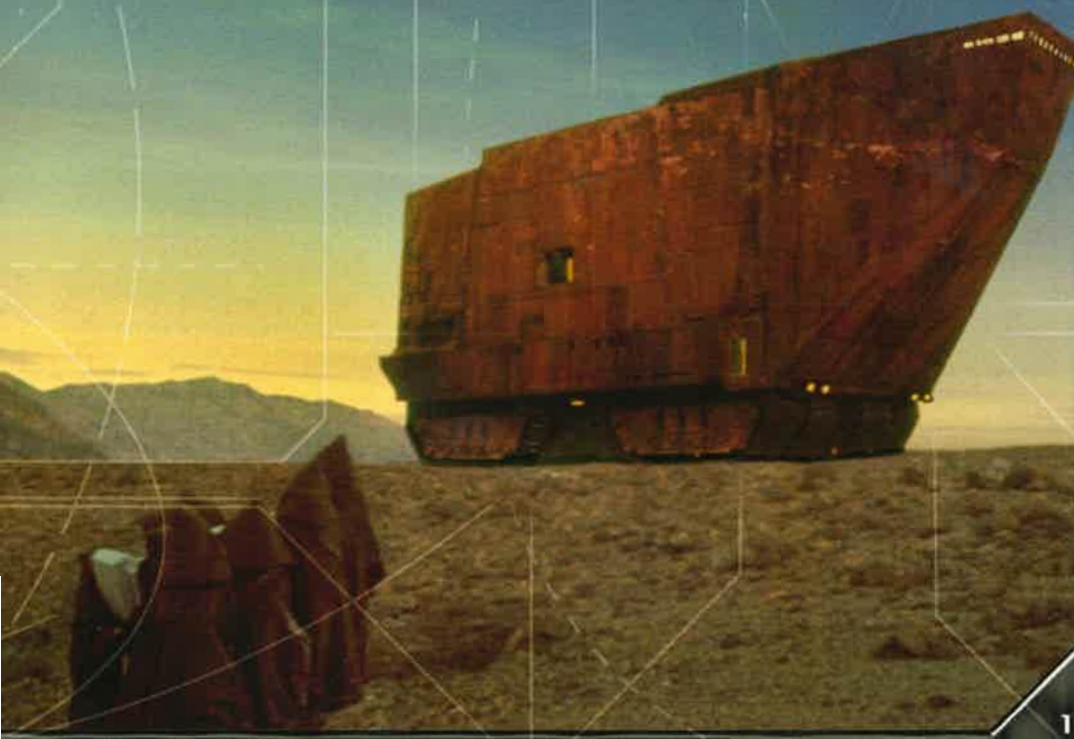
STAR WARS

"WAIT, WHAT'S THAT? A TRANSPORT! I'M SAVED!"

C-3PO

It took a lot to make the Tatooine desert shake – the footsteps of the largest Krayt Dragon maybe, or a stampede of wild banthas – but these were rare events. Regular ground-shakers were the rumbling treads of the huge sandcrawlers that carried Jawa clans across the desert planet in search of crashed spacecraft, abandoned landspeeders or lost droids.



LOST & FOUND

THE LEGEND OF THE SANDCRAWLER

Many thousands of years before Luke Skywalker gratefully left the backwater world of Tatooine for the first time, the desert planet was the scene of two valiant but short-lived attempts to mine the planet's resources.

Tatooine is rich in mineral resources, but its ores are of low quality. This is because, centuries before the Old Republic existed, the planet and its technologically advanced inhabitants, the Kumumgah, fell foul of the Rakatan Infinite Empire. The Rakata bombarded the planet from orbit, destroying the ecology, much of the surface, and reducing the Kumumgah to a primitive state. The planet's mineral resources were critically affected by the bombardment. Many ores acquired odd magnetic properties and metals extracted from them corroded too quickly to be of any use.

Abandoned

The mining companies that came to Tatooine millennia later, the Czerka Corporation and the Corellia Mining Corporation, didn't know this. Between the useless ore, the inhospitable desert and the Sand People attacks, both mining ventures failed. In fact, they failed so badly that neither company could afford to take back their heavy equipment. Among the debris left to the mercy of the sands could be found the huge sandcrawlers – self-contained transports, mining survey vehicles and mobile processing plants. Picking their way through the abandoned equipment, even before the miners all withdrew, came the Jawas. The sandcrawlers soon acquired new owners.

Perfect Fit

For the Jawas, the vast sandcrawlers were a prayer answered. The Jawas' scavenging culture demanded that they travel, but their overriding desire for self-preservation in the face of a very hostile environment made that next to impossible. The sandcrawlers, particularly the immense Czerka Corp. METTs, could protect entire Jawa clans from Tuskens, Krayt Dragons and even deadly gravel storms as they travelled the deserts. The interiors of the crawlers, big even by human standards, were cavernous to the

Jawas. Quickly, the little creatures made the vehicles their homes and soon the sandcrawlers were fully integrated into Jawa culture.

Mobile Home

Sandcrawlers came fitted with all sorts of equipment. At the most basic level, those that had been just used as transports were still vital for the Jawas – they could easily provide space for homes, businesses, storage for salvage, foodstuffs and so on. The larger crawlers came with furnaces for ore processing (good for melting down scrap), magnetic ore suction tubes (good for picking up droids) and fully fitted workshops (good for patching up droids and equipment just long enough to sell them). In Tatooine's dry air, the hulls did not rust and Jawa clans managed to keep their sandcrawlers going for literally thousands of years. However, the jury-rigged innards were a mechanic's vision of hell.

ACTION STATIONS

THE FATE OF NEBIT

Jawa Chief Nebit and his clan worked the deserts of Tatooine, searching for salvage. One fateful day, Nebit's people recovered two droids, unwittingly involving the Jawas in the Galactic Civil War.

From their ancient Corellian Mining Corporation Digger crawler, Nebit and half of his clan (as tradition demanded) plied a large area of Tatooine in search of anything they could salvage. This route included the Western Dune Sea, the dangerous Jundland Wastes, and beyond them a line of settlements going from Bestine in the north down to the moisture farms of the Great Chott Salt Flats.

Dathcha's Discovery

One particularly good day saw Nebit's crawler pick up a protocol droid wandering the Dune Sea. Sensors in the sandcrawler picked up another possible contact at the edge of the Jundland Wastes, so Nebit sent out Dathcha, his lead scout. Sure enough, Dathcha brought back an astromech droid, having ambushed it in a dark canyon. Both droids were sold on to a moisture farmer on the edge of the Chott Flats, and Nebit and his clan went on their way, celebrating a

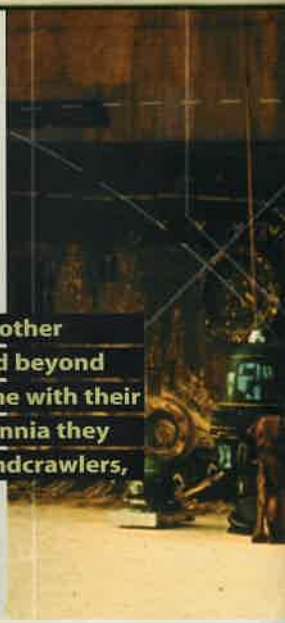
"Excuse me, sir, but that R2 unit is in prime condition. A real bargain."

C-3PO to Luke Skywalker

deal well done. They travelled over to Anchorhead and then up to Mos Eisley, unaware that they had stumbled into a conflict greater than they could contemplate.

Stormtrooper Attack

R2-D2, the astromech that Dathcha had captured, was being hunted by the Empire for the stolen Death Star plans he carried. The stormtroopers sent by Darth Vader to recover the plans tracked the droids to the sandcrawler, and then intercepted Nebit and his people north of Bestine. They had borrowed an HAVr A9 Floating Fortress from the Tatooine garrison, using its weapons to cripple Nebit's sandcrawler. The Jawas panicked. Some tried to fight back, others tried to flee but all were killed. The Imperials took the information they needed and left – heading for the Lars moisture farm.



JAWAS

TATOOINE'S TRUE SURVIVORS

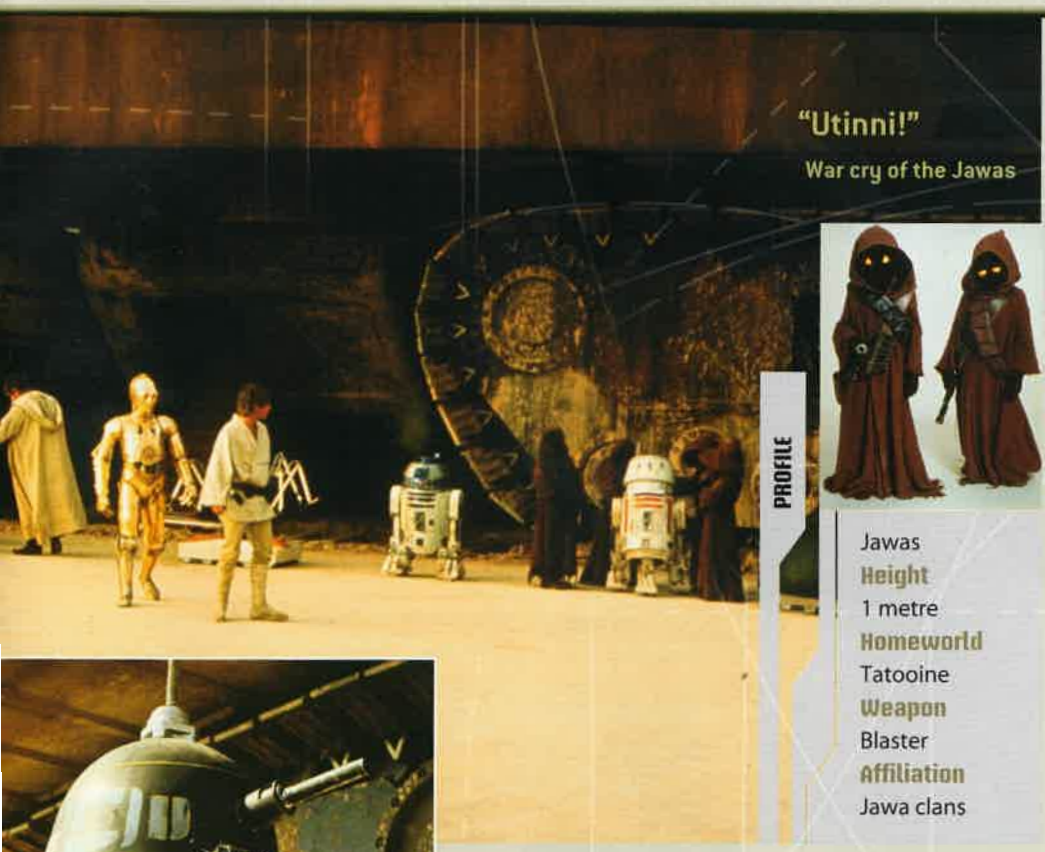
Treated with suspicion and contempt by almost all other species they encounter, the Jawas of Tatooine – and beyond – are a secretive and pacifist culture perfectly in tune with their environment. Business-beings to the core, for millennia they scavenged the deserts of Tatooine in their huge sandcrawlers, looking for saleable scrap.

After the Rakatan Infinite Empire bombarded Tatooine, the technically advanced Kumumgah were forced to scavenge through the wreckage of their ruined world to stay alive. Some historians believe that the extreme environment and the demands of survival split the Kumumgah in two and that over millennia, one group evolved into the violent, protectionist Ghorfas (who would later become known as Sand People or Tusken Raiders) while the other became the pacifist, accommodating Jawas. Both groups displayed clan systems like those of the Kumumgah of old but, while the Ghorfas' oral history was full of bitter legends of a great cataclysm inflicted by outsiders, the Jawas seemed to have utterly forgotten their ancient history.

Sceptics query that the evolution of the Javas could have happened over such a relatively short time and suggested that there were two distinct species living on the planet at the time of the Rakatan Infinite Empire's attack – co-existing much as the Pau'ans and Utai did on Utapau.

Beneath The Robes

Jawas, being timid, secretive and generally looked down upon by other species, have been little explored by xenobiologists. What information there is is sketchy and often seemingly contradictory. Study of rarely found remains suggest that Jawas are rodent-like, with shrunken features. However, their bodies are impossibly slight at death, suggesting some form of speedy degeneration on expiring. The little scavengers do share some genetic markers with the aggressive Tusken Raiders, giving weight to the



"Utinni!"

War cry of the Jawas

PROFILE

Jawas

Height

1 metre

Homeworld

Tatooine

Weapon

Blaster

Affiliation

Jawa clans

theory that they were once one people. Some have suggested the Jawas represent a devolved, genetically engineered servitor race, but this is all speculation. However, cave paintings found on Tatooine (and the seemingly innate understanding that Jawas have for most forms of machinery) attest to these little desert dwellers having had a technologically advanced past.

Deep Desert Dwellers

By the time the first settlers came to Tatooine, many thousands of years after its bombardment, the Jawas had already established a unique culture. Jawas lived in huge, extended clans in fortress-like settlements in the foothills of Tatooine's mountain ranges in the deep deserts. The walls of these remarkable structures were made from worked starship-hull plating, scavenged from wrecks the Jawas came across, and were proof against the Tatooine storm season and even Krayt Dragon attacks. The fortresses remained in

use long after the clans began using sandcrawlers. They were places where the most valuable scrap could be stored, where the young could be raised in safety, and where the overwhelming number of female Jawas would live. It was also where males not currently placed with the sandcrawler teams would work to maintain the fortress and the 'treasures' within.

Jawa clans are led by clan chiefs. As the culture is patriarchal to a fault, chiefs are normally male – though there have been very rare exceptions. There are female shamans, whose advice is much sought after, but generally the life of a female Jawa lacks even the few perks that the males had access to. They are rarely maltreated, but females are also rarely treated with respect by the males around them.

A Harsh Existence

Like the Tusken Raiders, Jawas hide their bodies beneath layers of cloth to prevent moisture loss. They also dip their clothing in noxious compounds that aid that process. Even their faces are covered, and their eyes are protected from the twin suns by polished orange gemstones stitched into the cloth.

Dune Sea Haggleday

One of the most important festivals on the Jawa calendar was the annual Dune Sea Haggleday, or Great Swap Meet. This event came just before the storm season. Sandcrawlers would travel from all over Tatooine to allow the Jawas to trade items and stories, and even arrange marriages.

Despite the gems, Jawas have excellent night vision. They also have a high body temperature, high metabolic rate, and an impressive immune system, allowing them to eat pretty much anything they have to to survive, including their staple diet of hubba gourd – a tough, stringy, melon-like plant.

The Jawas speak their own, unique language – dubbed Jawaese by later Tatooine colonists. It is hugely difficult for non-Jawas to understand. This is in part to do with the vast number of regional and clan dialects, and partly to do with the incredible speed at which it is spoken. Moreover, there is another challenge for non-Jawas to overcome.

Jawas have an amazingly strong body odour. Offensive to almost every other species, the odour carries a wealth of information between Jawas – everything from their clan, age, mood and the contents of their last meal. Each Jawa has a unique component to their odour that is effectively a part of their name. To trade with non-Jawas, the species developed simplified form of their speech, removing the 'odour content' and slowing down the words considerably. Called the Jawa Trade Language, most Tatooine natives could speak it.

A few Jawas learned Basic or other languages, and fewer still ventured beyond Tatooine to other desert planets such as Ryloth, the Twi'lek home world. Still others followed the lure of the scrap to the likes of the planet-wide junkyards of Raxus Prime.

THE *DUSTY DUCK*

TATOOINE GHOST SHIP

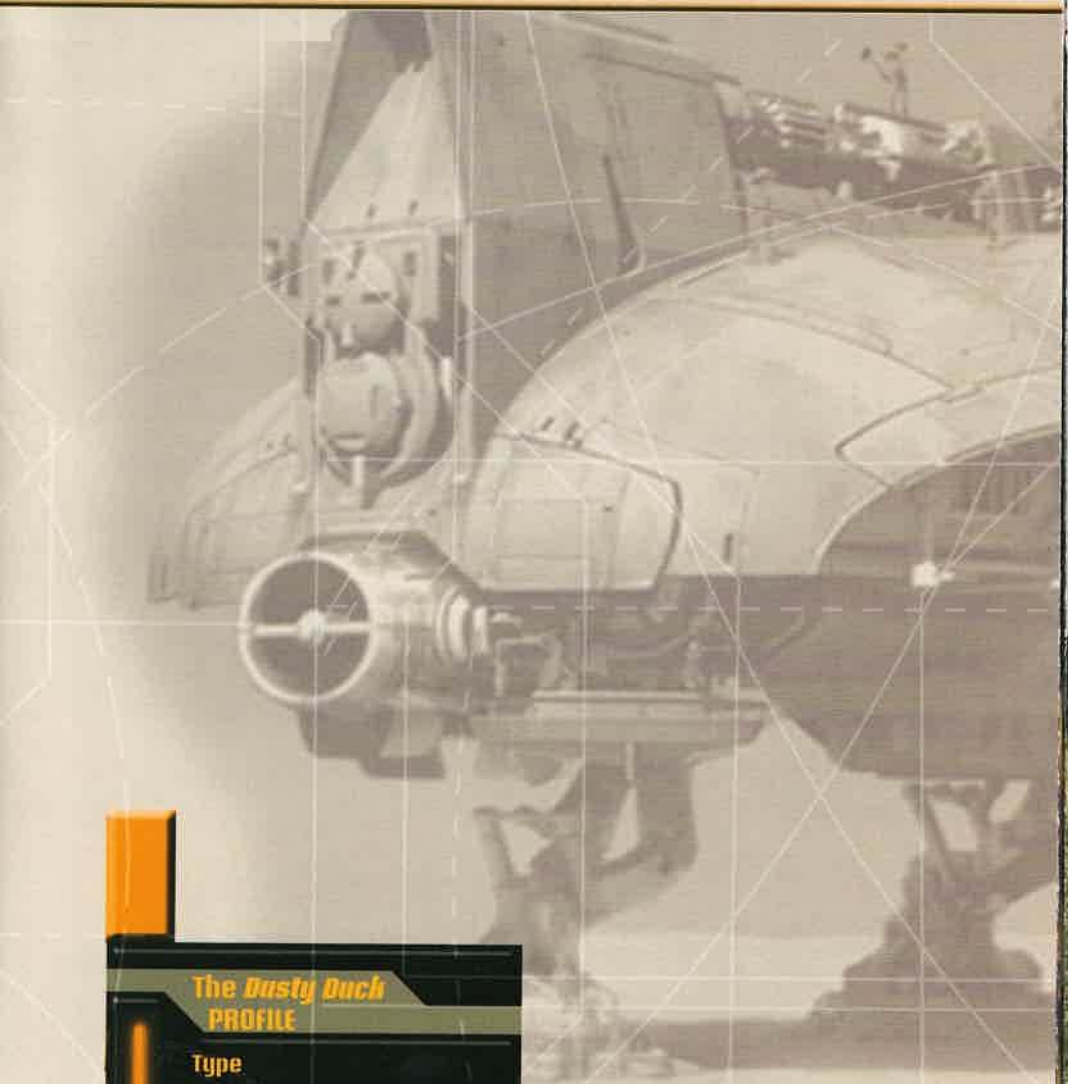
The galaxy is full of tales of unfortunate circumstance, of hopeless love and loss. For many years, on the edge of Mos Espa, a pristine ship stood going nowhere, embodying the very essence of forlorn hope. Untouched by even the scavenging Jawas, it was the *Dusty Duck*.

The last registered owner of the *Dusty Duck* was Rango Tel, a human from Sernpidal who had lately registered as a bounty hunter. Prior to this, the ship had been registered to the daughter of the original builder. Aneesa Dym was a Pa'lowick. Born and raised on Nar Shaddaa, her father built the *Dusty Duck* from scratch, naming it after the wildfowl of Naboo. For a time, Dym's father ran the ship as a smuggling vessel, though it was notoriously unreliable – he once commented to his daughter that ducks were clearly not meant to fly very far.

Young, Tragic Love

After her father was killed by an angry client, Aneesa put out a bounty on the criminal while travelling the galaxy herself to track him down. The quest ended when Rango Tel killed a drunk in a bar fight and discovered he'd just collected the bounty on Dym's killer.

Figuring fate was showing him his career path, Tel became a bounty hunter. In truth, he was a hapless dreamer but the inexperienced Aneesa, hopelessly besotted with this 'heroic figure', gave him her ship and offered to pilot it for him. When Tel took a bounty, the pair followed the target to Mos Espa. Unfortunately, the incompetent Tel was killed by his intended target, though Aneesa would never know. When Jedi Master Qui-Gon Jinn destroyed one of Darth Maul's Dark Eye probe droids, its last image was of the *Dusty Duck*. An enraged Maul, burst onto the ship and killed Aneesa when she couldn't tell him where the Jedi was. Despite their owner's death, Aneesa's DUM series pit droids worked tirelessly for years, perfectly maintaining a ship that never flew again.

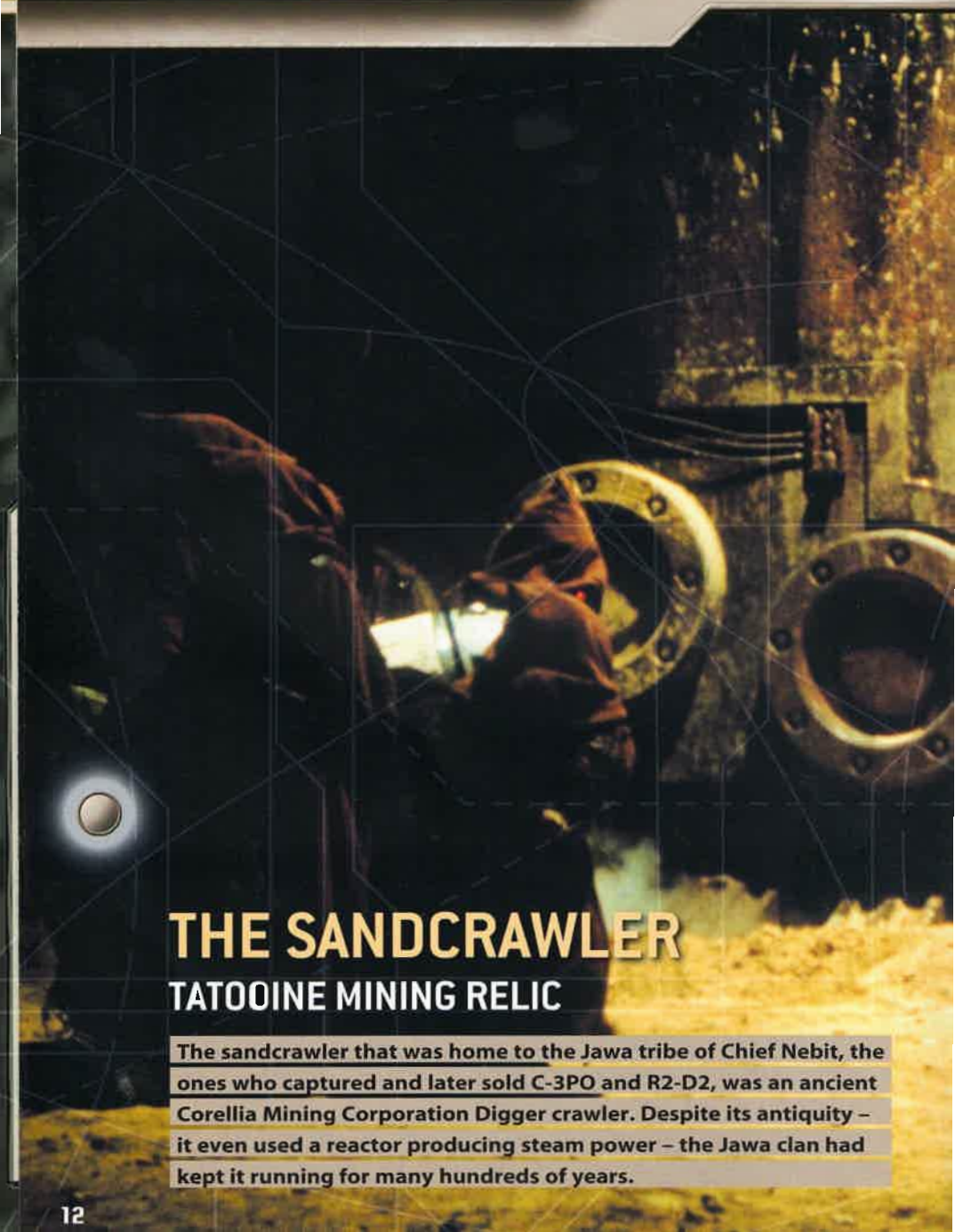


The *Dusty Duck* PROFILE

Type
Light freighter

Manufacturer
Dym family (custom special)

Affiliation
Dym family, Rango Tel



THE SANDCRAWLER

TATOOINE MINING RELIC

The sandcrawler that was home to the Jawa tribe of Chief Nebit, the ones who captured and later sold C-3PO and R2-D2, was an ancient Corellia Mining Corporation Digger crawler. Despite its antiquity – it even used a reactor producing steam power – the Jawa clan had kept it running for many hundreds of years.

SANDCRAWLER

Type
Digger crawler (treaded)

Manufacturer
Corellian Mining Corporation

Size
Length 36.8m, height 20m

Engine
Girodyne Ka/La steam-powered nuclear fusion (heavily modified)

Maximum Speed
30km/h

Crew
50 Jawas

Passengers
300 Jawas (estimated), 1,500 droids (average)

Cargo
50 tonnes

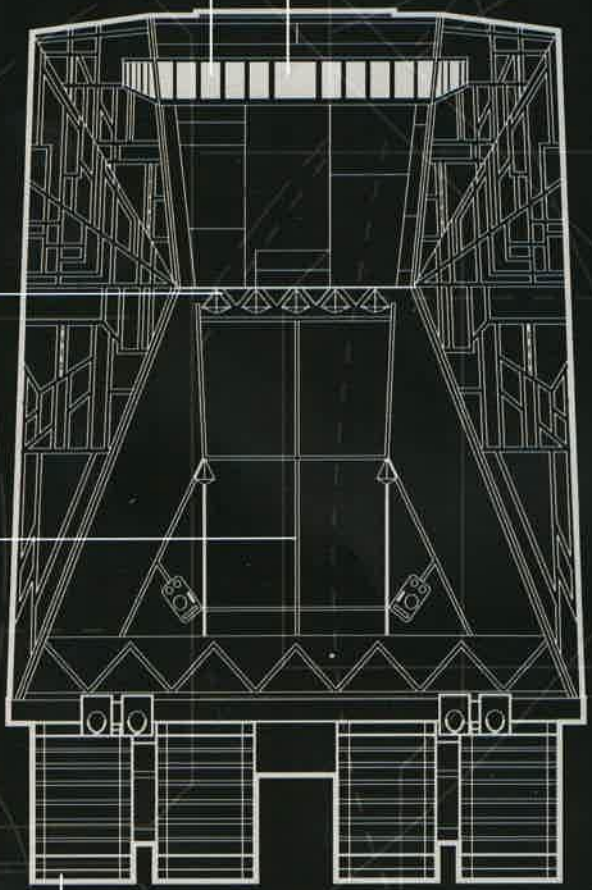
Affiliation
Jawa clan

Sensors

Retractable front hatch

Control room windows

The Jawa clan chief could normally be found in the control room. Surrounded by windows offering a panoramic view of the surrounding desert, this was where the Jawas kept a look out for scrap, 'abandoned' vehicles and 'lost' droids – anything not tied down and under armed guard!



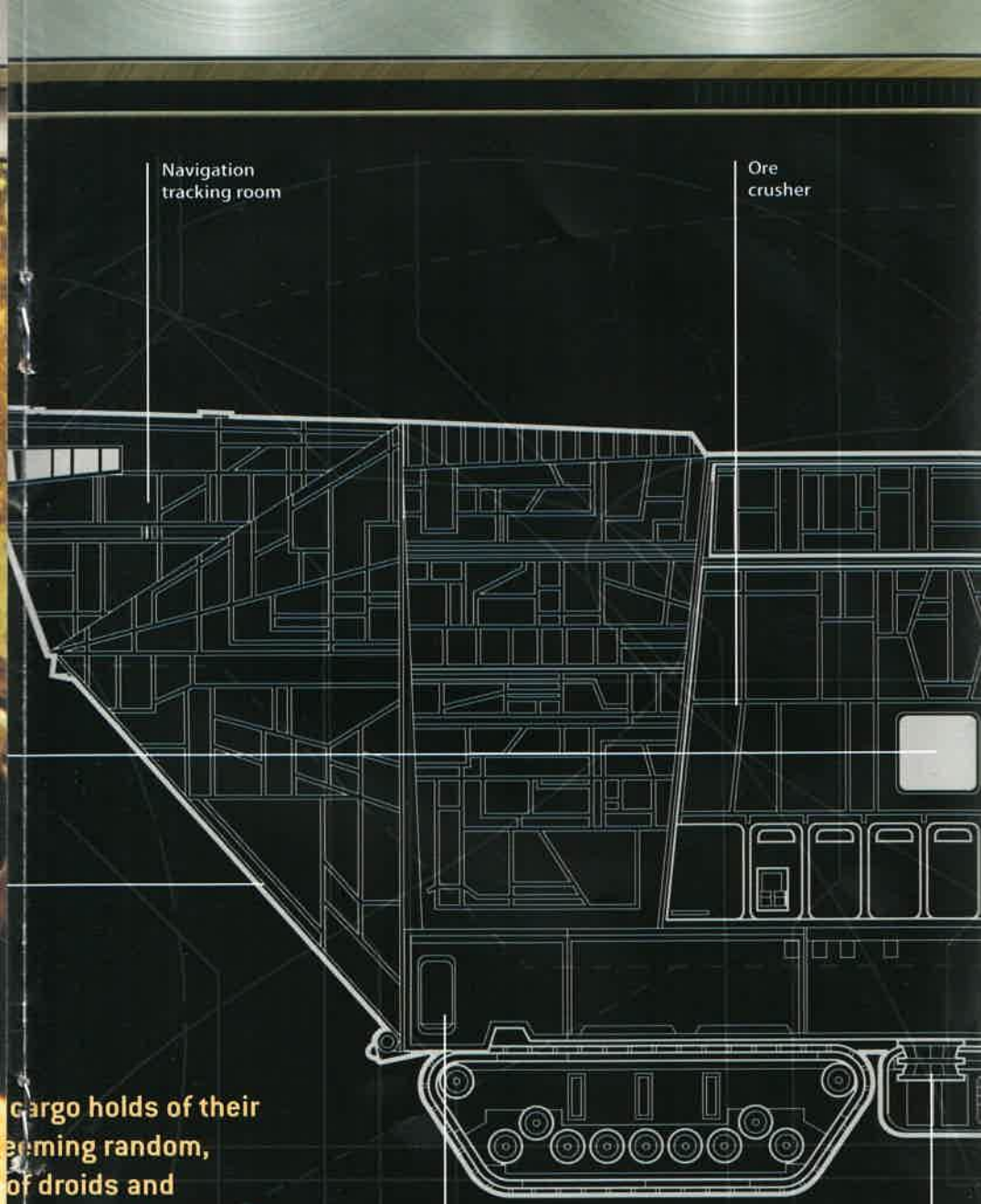
Control room window

Loading dock hatch

Retractable front hatch

Heavy-duty tread assembly

The Jawas packed the ca sandcrawlers with a see tightly packed clutter of scavenged scrap. In fact, clan knew the carefully fi the hold, down to the last



cargo holds of their
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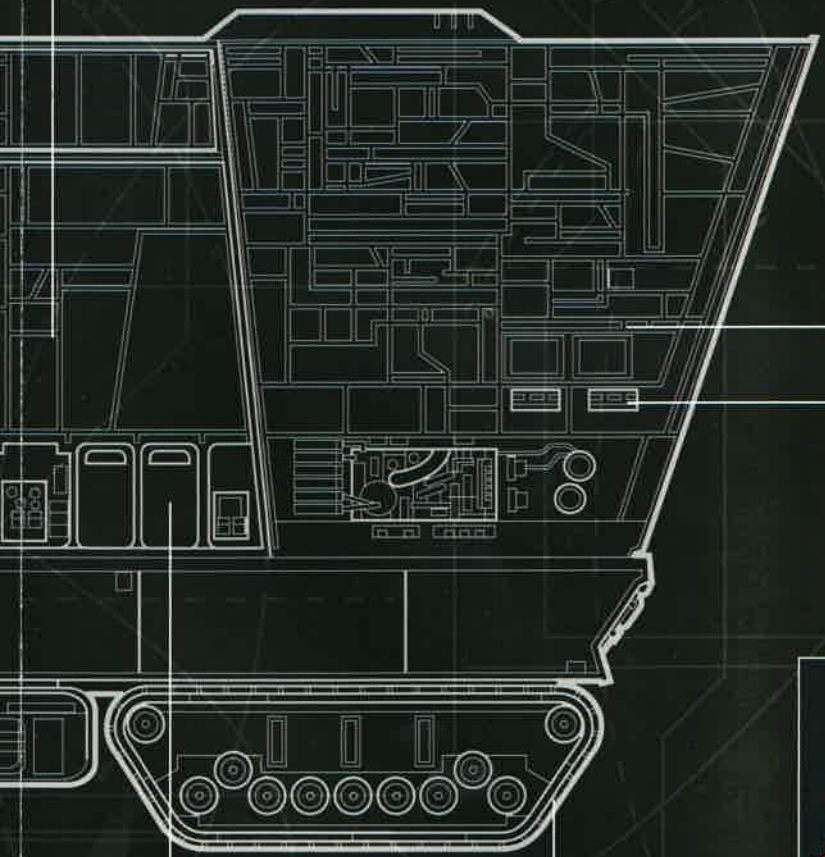
Life inside

The Jawas managed to cram quite so many of their clan, traditionally half their number, into their sandcrawler because they worked and slept in shifts, keeping the sandcrawler's systems going almost continuously, as well as working on the droids, scrap sorting, smelting and other duties. Jawas slept in small bag-like hammocks suspended in the former human crew quarters, averaging six to eight Jawas in the space formerly occupied by one adult human.



TUSKEN RAIDERS

MYSTERIOUS AND VIOLENT DESERT NOMADS

When the first miners came to Tatooine, they found that it was not just the desert that could be deadly. Enigmatic, cloaked and masked against the elements, one indigenous people met the newcomers with incredible violence, a pattern that was repeated many times.

As with the Jawas, the origin of the Tusken Raiders was open for debate. Though called Sand People since some 4000 years before the Battle of Yavin, they were a far more ancient species, giving credence to the theory that they resulted from the division of the Kumumgah into the Ghorfa and the Jawas.

Fierce Attacks

The alternative and more widespread name for the Sand People – Tusken Raiders – was earned only 100 years before the Battle of Yavin, after settlers were driven from Fort Tusken on the edge of the Jundland Wastes, following three years of constant attacks. Though the settlers maintained that the Sand People attacked without provocation, the Tuskens' sacred sites – particularly the burial grounds – had been regularly violated from the days of the first failed mining expeditions, while the former Podrace complex near Mos Espa, built by the Hutts, destroyed a primary Tusken temple site. Furthermore, the Hutt crimelords often deliberately goaded the Sand People into attacking settlers so they could sell weapons to the terrified victims.

Although Sand People are humanoid, they are not human. However, over the millennia, there are some very few humans who have been accepted into their ranks, including Jedi Master Sharad Hett who went on to become a Tusken warlord. It is also known that settler orphans were adopted by Sand People, usually after the murder of their parents by the adoptees. Hett's son, A'Sharad (born to a human woman kidnapped by the Tuskens as a child), once said that humans and Sand People were biologically incompatible. However, it is not known if this is really the case, or if the statement was based on Tusken pride.

Desert life

While settlers called them animals, the Sand People had subtle, ancient and mystical beliefs perfectly in tune with their harsh environment. Though they could be as swift and cruel as a sand storm, their culture also held all the beauty of a desert sunset.

PROFILE

Sand People

Homeworld
Tatooine

Height
1.8m

Transport
Bantha

Weapons
Gaderffii stick

Affiliation
Own clan

THE DUNE SEA

REFUGE OF THE HERMIT BEN KENOBI

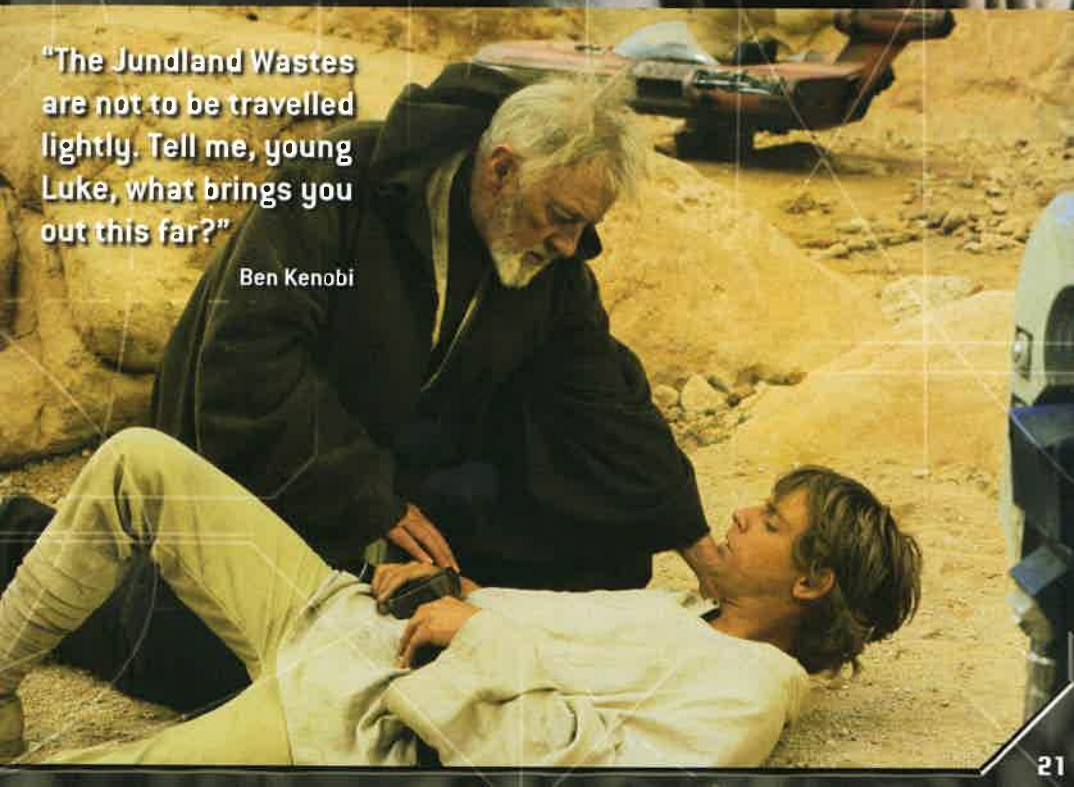
At the edge of the Hubba Heights, at the south-western end of the Dune Sea, there is a bluff looking out onto the Xelric Draw. Here, there are the remains of a dwelling, little more than a hut. For 20 years, this was home to one of the last of the Jedi Knights.

Twenty years before Luke Skywalker joined the Rebel Alliance and destroyed the first Death Star over Yavin 4, Obi-Wan Kenobi left the infant Luke with Beru and Owen Lars and began to search for a place to live. The Jedi-in-hiding needed somewhere close enough to the Lars homestead to keep a wary eye on Luke, but far enough away that his presence would be largely ignored by the locals. Fortunately, the desolate deserts and mountains of Tatooine had always attracted religious oddballs and hermits, and Kenobi was hoping to be dismissed as just another such crazy man. Riding his eopie in an ever-widening circle around the homestead, he finally found a track leading up to an abandoned hut left by a moisture prospector.

The single-room upper section of the building, made of synstone, had been constructed over a small natural cave. Over the next few years, Obi-Wan, now calling himself Ben Kenobi, worked to improve his new home using scavenged parts and equipment bartered for from passing Jawas or bought during infrequent trips to Bestine or Mos Eisley. The little house would never be more than spartan, but it became a comfortable place for the former Jedi to hide out in, all the while meditating on the nature of the Force and learning from the spirit of his former master, Qui-Gon Jinn.

Crazy Old Hermit

The main body of the house was a single, split-level room that served Kenobi's needs perfectly. Kept cool in the day and warm at night, the windowless house was a safe refuge from storms and from Sand People – a plasteel door was proof against all but the most determined and well-armed visitor. Fortunately, Kenobi quickly gained a reputation amongst the local clan of Sand People. They left the old sorcerer well alone, with the more fearful and respectful even leaving gifts to appease the 'powerful shaman'.



"The Jundland Wastes are not to be travelled lightly. Tell me, young Luke, what brings you out this far?"

Ben Kenobi

"I have something here for you. Your father wanted you to have this when you were old enough, but your uncle wouldn't allow it."

Ben Kenobi to Luke Skywalker

Behind the scenes

Originally, Ben Kenobi's home was to be a large, three-story house carved out of the surrounding rock. The film's budget wouldn't stretch to this, so it was scaled back. The exterior for the original release of Episode IV was shot three kilometres from the town of Ajim in the south of Tunisia, in an old harbour. For the Special Edition, a model was used in combination with a digital matte painting.

Kenobi traded with Jawas on a semi-regular basis, swapping items of scavenged and repaired equipment for food and other necessities. Ben Kenobi had few personal possessions, though there was a small collection of historical artefacts picked up during his contemplative wanderings through the nearby canyons. Though the former Jedi kept Anakin Skywalker's old lightsaber in a sealed chest in the main house, all his other Jedi-related possessions he kept in the cave beneath – except for his own lightsaber, which he kept secreted in the folds of his robe. Entry to the old cave was through a hidden trapdoor in the bathroom of the house. Down steps cut out of the bedrock, the cellar had a safe compartment in it, in which were Obi-Wan's old journals, as well as the parts, tools and instructions for making and repairing lightsabers. It was in this cellar that Luke Skywalker built a new lightsaber to replace the one he lost at Bespin.

Short History

For a little while after the end of the Galactic Civil War, Kenobi's hut was made part of the short-lived Skywalker Tour by its creator, Myhr Rho. Rho ran into trouble with the tour, as the B'omarr Monks wanted to be left in peace in what had been Jabba's Palace, and the Sand People violently resented the intrusion of the tourists and their sail barge around Kenobi's former home. As little as nine years after the Battle of Yavin, Leia Organa found the hut had been ransacked, while when Luke Skywalker visited the site three years later he discovered the roof had caved in.

PHIL TIPPETT

SPECIAL EFFECTS PIONEER

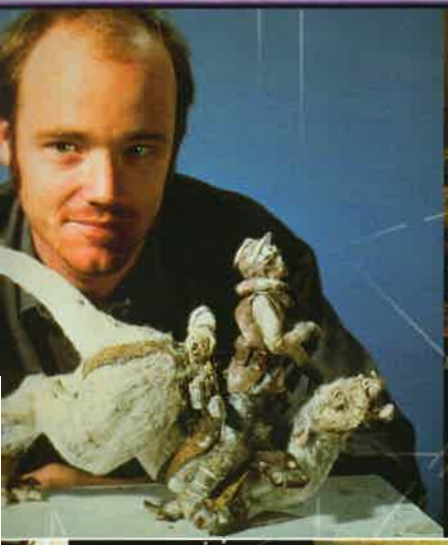
"I saw it at the Oak Theatre on Solano Avenue in Berkeley, and it just completely changed everything. It zapped me like a bolt of electricity. I wasn't the same after that." Phil Tippett talks about *The Seventh Voyage of Sinbad* (1958) much in the same way the next generation of filmmakers talk about the original *Star Wars* trilogy.

Pioneering special effects filmmaker Phil Tippett has always speculated that, had *The Seventh Voyage of Sinbad* had an accompanying toy line, he probably would not have followed the career path he did. Instead, the amazed seven-year-old Tippett wondered how the film's makers had brought the fantasy creatures to life. Piecing together bits and pieces from magazines and TV interviews, Tippett figured out how to create stop-motion animation, using a Keystone 8mm camera he bought with money from doing chores.

Space Fantasy Film

A chance viewing of a television interview put Tippett in touch with a local filmmaker, whom he worked with as an assistant. This led to industry contacts and, eventually, to work with Cascade Pictures, which made commercials. There, Phil met Dennis Muren, a camera operator. Another contact knew Richard Edlund, who needed some assistance with a space fantasy film being directed by George Lucas. One by one, Tippett's contacts began working on *The Star Wars*. Eventually, when the fledgling ILM took over work on the cantina sequence, Tippett was hired.

"It was very informal and a lot of fun. We got a bunch of the people that built the suits and performed in them. I was the lead band guy, and I



Animating the AT-ATs

"It was Dennis Muren who really pushed for using stop-motion for the AT-AT walkers, because there were a number of designs that Joe Johnstone had drawn up for wheeled vehicles and various other things that could have been remote-controlled. Dennis and Joe really tried to steer George [Lucas] in the stop-motion direction." Phil Tippett

was the cyclops thing. And there were two blue bubble-headed guys that were arguing; I was one of those. There was a thing that had kind of a yam-nose. And then there was a… I don't know what. It looked like a big tapeworm or something. "

Dejarik Chess

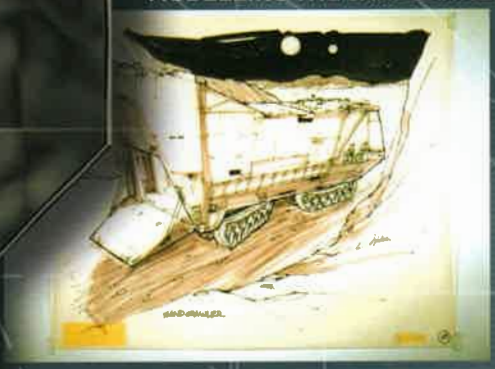
While working on this sequence, Lucas chanced upon a stop-motion creature model that Tippett had made. This sparked a discussion that solved a problem Lucas had been wrestling with – how to film the Dejarik chessboard scene. In the end, Tippett and Jon Berg built model monsters and filmed the sequence, working on it even as the rest of the ILM crew were celebrating at the end-of-filming wrap party.

This was just the beginning of Phil Tippett's ground-breaking, multi-award-winning time with ILM working on *Star Wars* and beyond, including an Oscar for him and his team's work on *Return of the Jedi*. In 1983, Phil left ILM and set up Tippett Studio, initially working out of his garage. Tippett Studio won an Oscar for its work on *Jurassic Park*, together with ILM, and is still at the cutting edge of filmmaking today.

THE SANDCRAWLER

MODELS, MOCK-UPS AND MATTES

MODELLING THE SANDCRAWLER



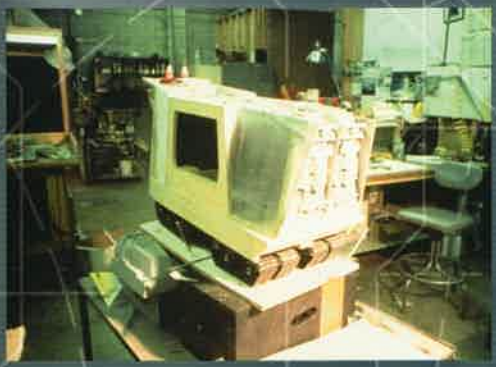
1 A production sketch by Joe Johnstone shows the idea of the giant vehicle taking shape. It would be realised in models, mock-ups and matte paintings.

2 A production painting by Ralph McQuarrie gives a more detailed view of the lumbering monster on its enormous drive tracks.

5 The model was radio-controlled to enable it to be used for filming the vehicle in motion. Long shots showing the motionless sandcrawler were created using glass paintings.

6 A detail of the treads from the small-scale model. This area of the sandcrawler would be seen in close-up in the scenes featuring the Jawa traders and the aftermath of the stormtroopers' attack.

The Corellian Mining Corporation Digger crawlers were imagined as ancient machines that the various Jawa clans owned and maintained over many centuries, during which most of the original systems were replaced or modified beyond recognition. Eventually, only the Jawas could ever have understood how to keep their sandcrawlers running.



3 Construction of a 125cm sandcrawler model took place in ILM's workshops using components from plastic kits as well as scratch-built parts.

4 The original model of the sandcrawler painted to show its corroded, battered exterior. It could be lit from inside to suggest activity within.

7 For filming these scenes in Tunisia, a 27m section of the lower part of the sandcrawler was built, gaining much suspicious attention from the Libyan Army just across the border.

8 For Episode I, ILM created an entirely digital sandcrawler, though it is only seen for a moment in *The Phantom Menace*. The sandcrawlers from Episode II, shown above, were matte paintings.

1 Who played the Jawas on screen?

2 Anakin Skywalker once asked a group of Jawas for help. Why?

3 Which Jedi Knight did a waitress once ask if he wanted a cup of Jawa Juice?

ANSWERS:

1. The Jawas were played by short actors and by children. The chief Jawa was played by Jack Purvis, who later played a number of characters in the *Star Wars* films. The sons of Stunt Coordinator Peter Diamond also played Jawas in Episode IV.

2. While searching for his mother, who had been kidnapped by Tusken Raiders, Anakin stopped at a small swap-meet to ask if the Jawas had seen the Sand People in question.

3. The droid waitress, WA-7, at Dexter's Diner asked Obi-Wan Kenobi if he wanted a cup of 'Jawa Juice' – actually a form of beer called ardees, made from bantha hide and fermented grains.

J

Jabiim

Planet
Expanded Universe

Part of the Outer Rim Territories, Jabiim was an early signatory to the Confederacy of Independent Systems ahead of the Clone Wars. This was partly because the Republic had on three vital occasions ignored pleas for aid, although Jabiim was a full member of the Senate. Despite the planet's constant rain, the Republic was not willing to give up its mineral wealth to the CIS. It invaded, fielding the first generation of AT-AT walkers to little positive effect as they got bogged down in omnipresent mud. Anakin Skywalker led an evacuation of the Republic's forces, abandoning the loyal Jabiimi and leaving a lasting hatred of Jedi, the Republic, and of the name Skywalker – something that would later haunt Luke Skywalker.

Jace, Bror

Character
Expanded Universe

Jace was a native of the planet Thyferra, the planet that was the main source for the healing liquid bacta. He was a member of the Zaltin Corporation, a major player in the so-called bacta cartels, and gained a position with Rogue Squadron as much for his connections as for his considerable skill as a fighter pilot. Jace served with distinction, despite his arrogant demeanour, though later left the squadron to lead the Thyferran Aerospace Defence Force.

Queen Jamillia

Character
Episode II

Succeeding Queen Padmé Amidala was never going to be an easy task, particularly after the Naboo people called for the constitution of the planet to be amended to allow Amidala to serve an unprecedented third term. She declined, and Jamillia was elected Queen of the Naboo. One of her first acts was to ask Padmé Amidala to become the planet's representative at the Galactic Senate. During the Separatist Crisis Jamillia allowed many refugees to come to Naboo. In the Clone Wars, one of her last acts as Queen was to appoint Amidala's protocol droid C-3PO as Naboo's ambassador to the Jedi.

Janson, Wes

Character
Episode V

Though one of the best starfighter pilots in the Rebel Alliance and later the New Republic, Wes Janson was an even better gunner and served with Rogue Group as gunner for Wedge Antilles in the Battle of Hoth. He had missed the assault on the first Death Star because he had Hesken Fever, and was replaced by his good friend Jek Porkins who died in the assault. Janson did fly in the Battle of Endor, again to great effect, and stayed in active service with Rogue Squadron for many years, as well as helping establish Wraith Squadron. He retired, along with many pilots of his generation, after the Imperial surrender 19 years after the Battle of Yavin. Janson came out of retirement to serve in the Yuuzhan Vong war and the Second Galactic Civil War, surviving both.

IN THIS ISSUE

WITH ISSUE 26:
SANDCRAWLER

IN YOUR NEXT ISSUE

WITH
ISSUE 27: GENERAL
GREIVOUS' WHEEL BIKE

9 771756 967060 26